

MIRRORSOFT

The background of the cover is a detailed illustration of a war-torn London. In the center, a large, stylized figure of Biggles, a pilot in a brown leather flight suit and goggles, is depicted in a dynamic, forward-leaning pose. He is holding a pistol in his right hand. The background features the Tower Bridge and other London landmarks under a cloudy sky. Several biplanes are flying around, some with military markings. In the lower right, a soldier in a helmet is visible, and there is a large plume of smoke or fire. The overall style is reminiscent of classic pulp magazine illustrations.

Biggles

AMSTRAD CPC DISK

MIRRORSOFT



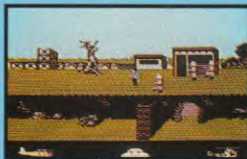
Biggles

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Mirrorsoft Ltd.,
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DO YOU WANT TO BE A HERO?

Biggles is a two-game program following the adventures of the famous World War I hero created by W E Johns. But there's a difference – our hero now has a time twin living in the 1980's, and there's a mysterious link between their lives.

The first game, **TIMEWARP**, is in three parts. You (Biggles) must locate the deadly new German weapon and photograph it, find its test site, then escape from the police in modern-day London with the secret code.

The second game, **THE SOUND WEAPON**, finds you at the controls of a police helicopter – on the Western Front in 1917! You must make strategic use of your friends and equipment to make the final assault on the weapon.

With Biggles, you **CAN** be a hero!

Instructions on the reverse of this card.

DEEDS

BIGgles

AMSTRADISC

MIRRORSOFT

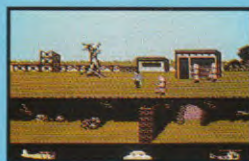


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